THE GREAT KNOWLEDGE RACE

Teacher's Lesson Planner

The Great Biology Knowledge Race

The Great Life Science Knowledge Race

The Great Chemistry Knowledge Race

The Great Physical Science Knowledge Race

The Great Earth Science Knowledge Race

The Great Physics Knowledge Race

The Great World History Knowledge Race

The Great American History Knowledge Race

The Great Knowledge Race: U.S. History

The Great Vocabulary Knowledge Race

The Great Knowledge Race: Quiz Whiz

T009 T074
T044 T105
T056 T134

Programmed by
Soft Solutions

Teacher's Lesson Planner

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The Great Knowledge Race

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Introduction

Your students will be lining up for time on the computer to play this exciting new series of games! We designed *The Great Knowledge Race* Series to be used either by you with an entire class or with smaller groups of students. These programs will test your students' comprehension of the important topics within your syllabus.

The game is simple. There are four categories of questions from which to choose plus a miscellaneous Pot Luck category. Students roll the die (on computer, of course), move to the space of their choice, and answer the question corresponding to that category. The object of the game? Be the first person (or team) to win each category.

And with its unique handicapping features, the game is suitable for all different abilities. Do you want the questions to be multiple choice, or not? It's up to you. Do you want a time limit or not? The choice is yours. Do you want your students to use the "lose a turn" feature? It's there if you want it.

The Great Knowledge Race is just that: a race for knowledge that will help your students to learn and practice what you want them to learn.

Although the game is easy to play, we have written a "How to Play" section in this Teacher's Lesson Planner for your students. Please feel free to make as many copies of this section as you need so that you can give them to your students as they begin the program. There is also a more abbreviated set of on-screen instructions within the program itself.

Using the Program

The Great Knowledge Race is a learning game designed for one to four players or teams. In the course of playing, you will find yourself challenged, excited, racing with the clock, making decisions, competing, and most importantly, learning.

The game involves a gameboard with squares of different colors (or patterns if you have a black and white monitor). Each color or pattern corresponds to a different category within the subject area of the disk you are using. There are four categories of questions plus a fifth category, Pot Luck. (Pot Luck contains questions from any of the other four categories.) The game is played by rolling the die (on computer, of course), moving your computerized playing piece to one of the squares on the gameboard, and then answering the question corresponding to that square.

THE OBJECT OF THE GAME IS TO BE THE FIRST PERSON (OR TEAM) TO WIN THE SQUARES CORRESPONDING TO EACH OF THE FIVE CATEGORIES.

Place the MASTER GAME DISK in the disk drive (Apple family of computers) and turn on the computer. After the disk boots up, you will be instructed to insert the specific subject-area question disk desired. **You may only boot the program from the Master Game Disk.**

Once you have done this, you will be asked whether you will be using a color or black and white display. (The program uses the term, "black-and-white" for simplicity only.) If you have a color monitor, press "C," and you will end up with a game board consisting of colored squares. If you do not have a color monitor, press "B," and you will see a game board consisting of different types of squares.

Next you will choose the number of players and indicate each player's name. If you are playing with teams, you can create team names.

The program then goes to an OPTION MENU:

1. Start game
2. View current option settings
3. Toggle sound switch (now on)
4. Change options for PLAYER 1
5. Change options for PLAYER 2
6. Change options for PLAYER 3
7. Change options for PLAYER 4

Press "ESC" for an explanation of options
Please enter your selection 1-7

Here is an explanation of each of these menu options.

Start Game

The program will go directly to the gameboard where play may begin.

View Current Option Settings

This game has a number of unique options (described under "Current Options"). Pressing this menu selection allows you to view the options which exist for each player or team.

Toggle Sound Switch

This option is used to determine whether you would like sound during the game. After the words, "Toggle Sound Switch," you will either see the words "now on" or "now off." If you want the sound to remain on, make sure that the words "now on" are showing. If you want the sound turned off, make sure that the words "now off" are showing. Pressing this menu selection will simply turn the sound on or off. If the proper words are already showing, leave this option alone.

Change Options

Pressing this menu choice allows you to alter the options (described under "Current Options") for Player 1.

Menu item numbers 5, 6, and 7 only appear if more than one player is playing. These choices have the same purpose as menu option 4.

Current Options

If option 2 is selected (View Current Option Settings), a listing of the available options being used by each player in this game appears. The purpose of each of these options is to allow handicapping of one or more players or teams. Here is an explanation of each unique option of this game:

Multiple-Choice Questions

During "normal" play, all questions are multiple choice. However, this can be changed for any individual player so that the same questions appear without the four foils. This offers you the possibility of handicapping certain players or teams. For example, an adult can play a child: the child can have multiple-choice questions while the adult does not see the choices. In such cases, the person answers the question out loud. The other player(s) can then check the correctness of the answer by pressing the "A" key. The computer will, then, ask whether the answer was correct. If "yes," the computer will acknowledge the answer as correct.

Lose-A-Turn Cross

Although a real die has six sides, the die in this game can have a seventh side, showing an "X." If this option is chosen, whenever that person "rolls" the die and the "X" appears, the turn is lost.

Lose Category If Miss Question In The Same Category

By choosing this option, if a player misses a question in a category he or she has already captured, that category is lost.

Use Timer On Questions

This program is designed with a built-in timer. If this option is left untouched, the player has an unlimited amount of time to answer a question. However, the time limit may be varied by choosing any number between 0 and 9. If 0 is chosen, the time remains unlimited.

Change Options

You can go to this menu by pressing 4, 5, 6, or 7 from "Option Menu" (depending on the number of players). For example, selection of number 4 will transfer you to a menu that reads "Change Options for Player 1" (the actual name of Player 1 appears). The following menu then appears:

1. Multiple-choice questions (now on)
2. Lose-a-turn cross on die (now off)
3. Lose category if miss question in the same category (now on)
4. Use timer on questions (now off)
5. Finished changing options

Here is an explanation of how to change any of the above options:

1. Leaving this choice alone means that all questions will appear as multiple choice for that player or team. In order to make questions appear with no choices, press "1." The words "now on" will change to "now off." In order to change the questions back to multiple choice, simply press "1" again.

2. When this option first appears, the words "now off" show in parentheses. This means that the option is NOT in effect and an "X" will never appear causing that player to lose a turn. If this option is desired as a handicap, simply press "2" so that the words "now on" appear. Now the "lose a turn cross" feature described above is on. To remove this feature, simply press "2" again.

3. When this option first appears, the words "now off" show in parentheses. This means that the option is NOT in effect and a category will not be lost even if a question is missed within that category. If this option is desired as a handicap, simply press "3" so that the words "now on" appear. Now the "lose category" feature described above is on. To remove this feature, simply press "3" again.

4. When this option first appears, the words "now off" show in parentheses. When you first use this program, there is no time limit on any question. In order to change this, first press 4 after which you will see the statement:

Enter number of units for timer
(0-9, 0 = no timer)

The program is initially set for 0. By pressing any other number between 1 and 9, you can vary the time limit.

5. Pressing 5 will allow you to return to the original Option Menu. To begin the game at that point, just press "1" on the Option Menu.

Note

Remember! Each of the options described can be different for each player to allow for differences in ability.

How To Play

The gameboard consists of different types of squares (different colors if you are using a color monitor and different patterns if you are using a monochrome monitor). The game will now be described for a color monitor. If you have a monochrome monitor, the instructions are identical except that wherever the "color" of a square is referred to, you can substitute the word "shape." Each color corresponds to a different category of knowledge.

Play begins when the first player rolls the die (accomplished by pressing any key). At this point, that player's playing piece must be moved the number of spaces shown on the die. The playing piece begins play at the uppermost left square on the gameboard. To move, simply follow the instructions on the screen which tell you to use arrow keys or other keys depending on your computer. Keep in mind that although the die tells you how MANY spaces to move, the direction in which you move is completely up to you. You may move left, right, up, or down. You may also backtrack over moves you have already made if you change your mind in the middle of a turn and decide to proceed in a different direction. Your strategy will, of course, be governed by which category of questions you would like to choose.

When you have completed a move, a question will appear corresponding to the color (category) on which you have landed. You must now indicate the correct answer before time runs out. (Of course, if there is no time limit, then you may take as long as you wish.) If the correct answer is given, you will be told so, and you will roll the die again. Play continues for a given player or team as long as correct answers are given.

You will also notice a number of white diamond-shaped spaces on which you can land. These are "Go Ahead Diamonds." If you land on one, you do not have to answer a question in order to move again. You will be allowed to press any key and roll the die again. Thus, you can think of a "Go Ahead Diamond" as a free turn. You might want to use this any time there is not a way to land on a category that you do NOT yet "possess." This eliminates the risk of landing on a category that you have already captured, and answering the question incorrectly. This will result in a lost turn.

After a question is answered, a record is shown of the categories that each player or team has won.

Play continues as described until one player or team has won all five categories. That player or team is then declared the winner.

Strategies for Classroom Use

Each of these programs provides an excellent way to review topics after they have been covered in class. Your students will find them to be an excellent way to study before an exam or merely to reinforce their understanding of a topic. Since each disk contains categories covering four different topics within the curriculum, they will be best used after those topics have been covered.

Your imagination is your only limitation on the use of *The Great Knowledge Race.* The suggestions below are only made to provide a springboard for your own ideas on the integration of this program into your classes' studies.

1. Unless you are fortunate enough to teach in a school that can provide enough computers for all of your students, you may find the sheer logistics of assigning students to computers a problem. In this case, rest assured knowing that all you really need is one computer for your entire class. Simply divide your class up into teams (the program allows for as many as four teams). Ideally a large monitor would make it easier to read the questions from anywhere in the classroom, but don't let a traditional smaller monitor stop you! Simply encourage your students to huddle around the computer and get on with the game. The resulting dialogue between your students will provide many hours of worthwhile exchange and learning.

2. Students can be assigned to play *The Great Knowledge Race* in small groups of up to four players if you still want to provide some competitive spirit for learning, but on a more intimate basis. Of course, your students always have the option of using the programs on an individual basis as well.

3. You can place a copy of *The Great Knowledge Race* in your school's media center if there is a computer there. Then it will always be available for your students to use as the term goes on.

Content Guide

The Great Knowledge Race programs are designed to provide a motivating method of study for your students. The programs are interactive and provide opportunities for thinking, dialogue with other students, and reinforcement of traditional secondary level topics.

The following programs are currently available:

Biology Series
Life Science Series
Chemistry Series
Physical Science Series
Earth Science Series
Physics Series
World History Series
American History Series
U.S. History Series
Vocabulary Series
Quiz Whiz

The topics covered by each series are described below.

Biology Series 1

Biochemistry

Reviews the definitions of life, the structure of cells, biological nomenclature, and the chemistry of living things.

Animal and Plant Maintenance

Contains questions that include the topics of structural adaptations, nutrition, photosynthesis, life processes, and chemical balance.

Human Physiology

Reviews human systems, organs, tissues, and cells. Systems include: digestive, circulatory, respiratory, excretory, nervous, and endocrine.

Nutrition and Health

Covers functional disorders, emotions and health, nutrition, vitamins, microbial threats to human health, the body's response to disease, immunity, and advances in the war against disease.

Biology Series 2

Reproduction and Development

Contains questions about cell division, asexual and sexual reproduction, and reproductive structures in animals and plants.

Genetics

Deals with the origin of the field of genetics, basic genetic principles, mutations, interaction of the environment with the individual, human heredity, breeding of animals and plants, and modern genetics.

Diversity of Life

Includes the origin of and controversies surrounding evolution theory, origins of life, the development of species, adaptation, previous life forms, and recent evolutionary trends.

Ecology

Deals with ecological organization, biomes, the characteristics of various ecosystems, the food chain, environmental adaptation, and human intervention in the environment.

Life Science Series 1

Cell Structure

Reviews the structure and function of animal and plant cell organelles in complex and unicellular organisms.

Tissues/Organs

Covers the structure and functions of specialized animal and plant tissues and organs.

Plants

Reviews structure and function of plant tissues and organs, photosynthesis, methods by which plants reproduce, and plant taxonomy.

The Animal Kingdom

Reviews taxonomy, major structures of common organisms, comparative anatomy, and interesting facts about animals.

Life Science Series 2

Human Skeleton

Includes questions on the major bones, common injuries to the musculoskeletal system, ligaments, tendons, and muscle types.

Ecosystems

Covers the balance in nature, pollution of the environment, biomes, animal/plant interrelationships, along with the effects of organisms on the environment and vice versa.

Human Senses

Includes questions on the nervous system and brain (including neurons), message transmission, and the senses.

Human Systems

Covers the major circulatory, excretory, respiratory, and digestive organs.

Chemistry Series 1

Matter and Energy

Contains questions that review the differences between elements, compounds, and mixtures, the concepts of energy and calorimetry, and the properties of the three states of matter, including gas laws.

Atomic Structure

Deals with questions about the fundamental parts of the atom, atomic mode ls, orbitals, electron configurations, and radioactivity.

Chemical Bonding

Provides your students with a review of the nature of ionic and covalent bonds (including properties of ionic and covalent compounds), various types of covalent bonds, network solids, metallic bonding, hydrogen bonding, and van der Waals attractions.

The Periodic Table

Includes questions dealing with the Periodic Table and such concepts as atomic and ionic radii, metals, nonmetals, metalloids, the groups and rows in the Periodic Table, and periodic trends.

Chemistry Series 2

Chemical Math

Provides an opportunity for students to work with problems that include mole and other stoichiometric problems: molar volumes, gram molecular mass, percentage composition, empirical formulas, moles and equations, solutions, calorimetry, and combined gas laws.

Kinetics and Equilibrium

Presents your students with questions about reaction rates, the concept of equilibrium, energy and reaction rates, types of equilibria, Le Chatelier's Principle, the Law of Chemical Equilibrium, solubility product, and spontaneous reactions.

Acids and Bases

Provides an opportunity to practice concepts that include definitions of acids and bases, neutralization, acid-base pairs, ionization constant of water, pH, and salts.

Redox

Reinforces your students' understanding of definitions of oxidation-reduction, oxidation number, oxidizing and reducing agents, half-cell reactions, oxidation and reduction potentials, electrochemical and electrolytic cells.

Physical Science Series 1

Sound and Light

Includes sound wave structure, pitch, amplitude, and variations among sounds; light wave/particle duality, brightness, color, and the electromagnetic spectrum.

Electricity

Covers series and parallel circuits, current, voltage and resistance, kinds of electrical machinery, conductors and insulators, and units of measurement.

Magnetism

Reviews types of magnets, magnetic and non-magnetic substances, magnetic attraction and repulsion, the uses of magnetism in everyday life, and units of measurement.

Motion and Force

Covers definitions of force, work, and related terms, simple machines, units of measurement, mechanical advantage, inertia, and potential and kinetic energy.

Physical Science Series 2

Chemical Properties

Includes elements and their properties, simple chemical reactions, minerals as sources of useful materials, chemical reactions in everyday life, and properties of common elements.

Atomic Structure

Reviews neutron, proton, and electron properties, electron shells, ions, atomic number and weight, radicals, and simple formulas.

Periodic Table

Covers organization and historical development of the Periodic Table, periodic trends, reactivity, valence, and atomic structure.

Acids and Bases

Reviews common acids and bases and their uses, pH, indicators, neutralization, similarities among acids and bases, formulas for common acids and bases, and equations for acid-bases reactions.

Earth Science Series 1

The Universe

Students encounter questions about the motion of celestial objects, the earth's rotation, revolution around the sun, earth time, stars and interstellar objects, and the solar system.

The Earth's Structure

Provides questions related to major and minor crustal changes in the earth (including mountain formation, continental drift, and plate tectonics), earthquakes, the earth's interior, earth landscape characteristics, and factors affecting landscape development.

Rocks and Minerals

Students have an opportunity to review the classifications of rocks (sedimentary, igneous, and metamorphic), rock formation, mineral properties, compostion and structure, and mineral tests.

Geological History

Provides questions to help your students reinforce the concepts of relative dating of rocks and events, fossils, geological time scales, absolute dating of rocks via radioactive decay, and ancient life.

Earth Science Series 2

Energy and the Earth

Provides an opportunity for students to review their knowledge about electromagnetic energy, heat transfer (conduction, convection, and radiation), potential vs. kinetic energy, energy conservation, heat and temperature, and phase changes.

Weather and Climate

Students encounter questions that deal with the nature of insolation, the causes of the seasons, atmospheric temperature, pressure and density, the wind and fronts, weather prediction, the water cycle, the water budget, and climate.

Weather Effects (Weathering)

Provides practice with topics that include types of weathering, factors affecting weathering, soil, erosion, sediments, and deposition.

The Oceans

Allows students to reinforce their knowledge about the makeup of ocean water, ocean temperature, ocean floor sediments, ocean floor topography, the edges of continents, ocean ridges, ocean life zones, ocean exploration, and ocean resources.

Physics Series 1

Measurement

Reviews the metric system, metric conversions, SI units, scientific notation, significant figures, scalars, vectors, direct and inverse variation.

Motion and Force

Includes kinematics, dynamics, Newton's Laws of Motion, projectiles, uniform circular motion, force, gravitation, impulse, and momentum.

Energy and Work

Deals with work, forms of energy, potential energy, kinetic energy, machines, mechanical advantage, efficiency, power, energy conservation, mass-energy equivalence, elastic and inelastic collisions, binding energy, and photon energy.

Thermal Properties of Matter

Presents questions about heat, internal energy, temperature, thermometry, specific heat, phase changes, heat transfer, gas laws, thermodynamics, and linear expansion.

Physics Series 2

Mechanical Properties of Matter

Covers atoms, molecules, physical properties of matter, elasticity, Hooke's Law, pressure, buoyancy, density, the structure of matter, the nucleus, radioactivity, and nuclear reactions.

Electricity and Magnetism

Includes electrostatics, charging, Coulomb's Law, electric fields, conductors, insulators, elementary circuits, magnetic fields, ferromagnetic substances, induced EMF, and electromagnetic applications.

Waves and Sound

Reviews transverse waves, longitudinal waves, period, frequency, wavelength, speed, phase, amplitude, reflection, refraction, diffraction, interference, the Doppler effect, pitch, loudness, harmonics, and beats.

Light

Deals with the speed of light, illumination and intensity, diffuse and regular reflection, index of refraction, Snell's Law, mirrors and lenses, image formation, double-slit diffraction, the electromagnetic spectrum, photons, and wave-particle duality.

World History Series 1

Ancient Peoples

This category provides review questions on the sweep of time from prehistory through the birth of civilization in the ancient Near East, up to and including the Persian Empire. Your students will encounter questions on the evolution of social organization for Cro-Magnon cave dwellers through Egyptian and Mesopotamian civilizations.

Ancient Greece

Helps your students to learn about the first truly Western civilization with questions about democracy, science, philosophy, literature, war, and art. Also reviewed are Minoan civilzation (Crete), Mycenean civilization, and the archaic, classical, and Hellenistic periods of Greece.

Ancient Rome

Lets your students review the history of ancient Rome from early settlement through the Republic, Empire, and decline. Topics include government, statesmen, religion, art, and cultural influence, providing your students with an appreciation of this classical Western civilization, its legacy, and its connection to classical Greece.

The Medieval World

This category helps your students to recall how the knowledge of the ancient world was kept alive during the Dark Ages. Political history, feudal social organization, the Church, and cultural developments are covered.

World History Series 2

The Renaissance

Students have an opportunity to answer questions on the Italian Renaissance and its pervasive influence in European intellectual, commercial, and political spheres.

Reformation and Enlightenment

This category will let your students answer questions about the Protestant challenge to Church authority, the intellectual revolution (the "Age of Reason"), the rise of nationalism, and the Age of Exploration.

The 19th Century

Provides an overview of political and cultural history from the Enlightenment throughout the Industrial Revolution in England. Also covers political and social developments within a historical perspective.

The 20th Century

Allows your students to answer questions about modern Europe from the time of the Industrial Revolution to the Cold War.

American History Series 1

Colonial Period

Reviews the people, places, and events of America's colonial period.

New Nation

Covers the Articles of Confederation, the Constitutional Convention, the Constitution, and the period of expansion leading to the Civil War.

Civil War

Explores the period in American history preceding, during, and after the Civil War.

Expansion

Reviews the people, and events during America's period as an expanding nation after the Civil War.

American History Series 2

Imperialism

Explores the events which occurred during America's new role as an imperialist power.

Boom and Bust

Reviews the politically and economically volatile period of America during the first few decades of the 20th century.

War and Cold War

Includes events leading to World War II, America's involvement in the war and the Cold War era which followed.

America Today

Focusing on the 1950's to the present, this category deals with forces and events which have helped shape present-day history.

U.S. History Series 1

Exploration

Reviews the period of discovery and cites the activities of the Vikings, the English, Spanish, French, Dutch, and the Portuguese among others.

Indians

Covers the life and culture of the Pueblos, Apaches, Navajos, Cherokees, Cheyennes, the Iroquois, and more.

Settlers

Focuses on settlements at Roanoke, Jamestown, and Plymouth, among others. Reviews the charter, royal, and proprietary colonies; the Mayflower Compact, the House of Burgesses, and the first slaves.

Colonial Life

Includes colonial governments, the treatment of Indians, triangular trade, religious freedom, colonial crafts and industry, education, and the slave trade.

U.S. History Series 2

Road to War

Explores the events that led to the Revolution; the Navigation Acts, the period of salutory neglect, the Townshend Acts, Boston Massacre, Intolerable Acts, and the Committees of Correspondence among others.

Revolution

Covers the events of Lexington and Concord, Bunker Hill, patriots and loyalists, *Common Sense*, the Declaration of Independence, Yorktown, the Treaty of Paris, etc.

New Nation

Focuses on the new state governments, the need for unity, the weaknesses of the Articles of Confederation, relations with Great Britain, and more.

Federal Union

Reviews the Annapolis meeting, the Philadelphia Convention, delegate profiles, the compromises, the ratification debate, the Federalist papers, etc.

U.S. History Series 3

Washington Administration

Includes foreign policy under Washington, Jay's Treaty, Pinckney's Treaty, the Proclamation of Neutrality, the Judiciary Act of 1789, Hamilton's financial plans, the Whiskey Rebellion, the Farewell Address, etc.

Federalists & Republicans

Reviews the undeclared war with France, the Alien and Sedition Acts, the Kentucky and Virginia Resolutions, XYZ Affair, Marbury v. Madison, and the Louisiana Purchase, among other topics.

War of 1812

Covers the Embargo Act, impressment, the War Hawks, New England's opposition, the Treaty of Ghent, the Hartford Convention, and more.

Nationalism

Explores "the Era of Good Feelings," the National Road, the Erie Canal, Calhoun and Webster, McCulloch v. Maryland, Eli Whitney and Samuel Slater, etc.

U.S. History Series 4

The Monroe Doctrine

Reviews the growth of America's foreign policy concerns within this hemisphere and includes relations with Spain and Russia, the growth of post-1812 nationalism, the acquisition of Florida, U.S.-British relations, and challenges to the Monroe Doctrine.

The Age of Jackson

Covers the election campaigns of 1824 and 1828, the Tariff of Abominations, Jackson's Kitchen Cabinet, the issue of nullification, the Webster-Hayne debates, the controversy over the Bank of the United States, the Spoils System, and more.

Sectionalism

Focuses on the growth of the North and the South and includes such topics as the factory system, child labor, the effects of the cotton gin, the Missouri Compromise, the plantation system, the anti-slavery movement, and the growth of immigration to the northern cities and farms, among other topics.

The Age of Reform

Examines the reform movements of the 19th century and includes the establishment of public schools; employment opportunities for women; the suffragette, temperance, and abolitionist movements; the Seneca Falls Convention; the development of American arts and literature; the growth of the labor movement; and much more.

Vocabulary Series 1

Phrases

Explores words and phrases that are derived from foreign languages and are now a part of English usage.

Verbs

Teaches a wide array of verbs.

Nouns

Covers a large selection of interesting noun definitions.

Adjectives

Reviews common and not-so-common adjectives in context with their usage.

Vocabulary Series 2

Synonyms

Covers a wide variety of words and their synonyms.

Antonyms

Reviews a large group of words and their antonym relationships.

Completions

Users choose the word best suited to the context of a sentence. Teaches subtle word distinctions.

Topic Terms

Explores the relationship among a group of related terms. Teaches word discrimination.

Quiz Whiz Series 1

Movies

Includes questions about directors, stars, writers, producers, and plots from the earliest talkies to the present day.

Sports

Recalls the legends of baseball, football, basketball, and hockey from "the Babe" to "the Gipper," from the "Savoy Big Five" to the "Broad Street Bullies."

Science

Reviews the major sciences with questions that test and stretch one's fund of knowledge, from the "Seven Sisters" of astronomy to the "Islands of Langerhans" of human biology.

Geography

Covers the largest, the smallest, the hottest, the coldest, the highest, and the lowest places on earth, as well as places famous in history and important in geography.

Quiz Whiz Series 2

Sports

Mixes Olympic recordholders and stars with sports heroes not included on Side 1.

Literature

Includes questions about authors, characters, and situations that appear in the great works of the English language, from Chaucer to Kesey; from Kipling to Bradbury.

Geography/History

Covers diverse historical events, personalities, and places from the time of Tutankhamen through the presidency of Ronald Reagan.

Science

Recalls more of the interesting firsts, lasts, and most amazing facts that make science the fascinating and captivating subject that it is.

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Q. Is it okay for schools to copy software?

A. No, without the publisher's permission, it's not okay for schools to copy software. Software is protected by copyright law, which says that you can't make copies without the permission of the copyright holder. Copyright law is written this way to protect software programmers and publishers and the investment they've made in their products. The creative teams that develop the software — programmers, writers, graphic artists, content specialists, and others — all deserve fair compensation. Without the protection given by our copyright laws, they would be unable to produce the educational, entertainment and productivity software that adds so much to our daily lives.

Q. What exactly does the law say about copying software?

A. The law says that it is illegal to make or distribute copies of copyrighted material, including software, without authorization. If you do so, this is piracy, and you may face not only a civil suit, but also fines of up to $100,000 and jail terms of up to 5 years.

Q. So I'm never allowed to copy software for any reason?

A. If a backup copy was not included in the box with your original disk(s), you are permitted to make one copy in order to have both a working copy and a backup copy of the program. Copyright law prohibits you from making additional copies of the software for any other reason without the permission of the software company. If the publisher has authorized any exceptions to the copyright law, they will be stated in the license agreements that accompany all software products.

Q. But aren't schools allowed to make copies for educational purposes?

A. No. Like individuals and corporations, educational institutions are bound by the copyright law. Because of their unique position of influence, schools have a particular obligation to abide by the copyright law and educate students about their own responsibilities when using software. Just as it would be wrong to buy one textbook and photocopy it for use by many students, it is wrong for a school to duplicate software without the authorization of the publisher. This means that educators cannot make unauthorized copies for their students, either to use in school or to take home.

Q. At our school, we share programs all the time. We assume this must be okay, since the school purchased the software in the first place.

A. Many educators are not aware of how the copyright law applies to them. Without the publisher's authorization to make copies, your school needs to purchase as many copies of a program as you will use. However, many software firms do offer special sales arrangements to schools. These include reduced priced lab packs (a number of programs sold together) and site licenses (arrangements which permit schools to copy for a specific location at a fixed price). **Because these arrangements vary from publisher to publisher, it is essential that you read and understand the license agreement for each program before making any copies.**

Q. We're planning to install a network for our students. How do we know how many copies of software we'll need to purchase?

A. Remember that the installation of a network does not change your obligations with regard to the copyright law. When purchasing software for a network, be sure to ask the publisher what types of licensing arrangements are available for networks. Some software publishers allow schools to purchase a network license that authorizes the school to install stand-alone software on a network. In addition, many software publishers create special network versions that license the program to be run on the file server of a network. Because some publishers limit the number of workstations that are permitted to legally access the software on the network, it is very important to check the license agreement for any restrictions that may apply.

Q. I've read the license agreement for one of the software packages purchased by our school. What if I'm not sure that I understand the arrangement correctly?

A. If you have trouble understanding the license agreement, help is available. Your school district's media or computer specialist may be able to answer your questions. In addition, you can always contact the software publisher and ask for a clarification of the license agreement as it applies to your school. Finally, if you still have questions, contact the Software Publishers Association for more information about software and the copyright law.

Q. I'll bet most of the people who copy software don't even know they're breaking the law.

A. Because the software industry is relatively new and because copying software is so easy, many people are either unaware of the laws governing software use or choose to ignore them. It is the responsibility of each and every software user to read and understand the license agreements of the products they use and to be sure that their software use complies with copyright law. See what you can do to initiate a software use policy statement in your school that everyone respects. Finally, as an educator, help set an example for your students that responsible computer users should be "software legal."

If you have any questions about how the copyright law applies to you and your school, please contact the **Software Publishers Association at 202-452-1600.**

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Notes and Tips for Using Focus Media Software Titles

Apple II Computers

Starting Up Apple II Programs

1. With the computer off, insert the disk into the disk drive and close the disk drive door. If there are two drives, use drive 1.
2. Turn on the computer.
3. After the program starts up, follow the instructions on the screen to proceed.

Using Apple 3.5 Inch Disks

When using our 3.5 inch disks, you may occasionally encounter a disk-turn message. A disk-turn message tells you to remove from the disk drive the disk currently in use, turn it over, and replace it in the drive. If do you encounter this message while using a 3.5 inch disk, simply replace the current disk with its side counterpart. For example, if you encounter such a message and the 3.5 inch disk currently in the drive is marked "Side A," you should replace it with the 3.5 inch disk marked "Side B." Conversely, if "Side B" is the current disk, then you should replace it with "Side A." You may also see similar messages using "Side 1" and "Side 2."

MS-DOS Compatible Computers

Please Note: You should use MS-DOS version 2.1 or later—version 3.0 or later for *The Young Learners System* and version 3.1 or later for *Step Write Up!* and *The Physical Science Laboratory.*

Starting Up with Floppy Drives

1. With the computer off, insert a copy of MS-DOS and close the disk drive door. If there are two drives, use drive A.
2. Turn on the computer.
3. When you see "Enter new date:" press the ENTER key.
4. When you see "Enter new time:" press the ENTER key.
5. When you see the "A>" prompt remove the MS-DOS disk and replace it with the Focus Media program disk.
6. Turn to the "Program Description" section in your Teacher's Lesson Planner. If there are instructions with respect to starting the program you should follow them.
7. If there are no instructions in the Teacher's Lesson Planner for starting up the program, type AUTOEXEC at the "A>" prompt; then press the ENTER key. For *Waggs and His Friends, Cleo,the Magic Dragon* and *Science Project Mysteries*, type either WAGGS, CLEO, or MYST respectively instead of AUTOEXEC at the "A>" prompt.

Starting Up with Hard Drives

1. Turn on the computer.
2. When you see "Enter new date:" press the ENTER key.
3. When you see "Enter new time:" press the ENTER key.
4. When you see the "C>" prompt type "A:" and press the ENTER key. Place the Focus Media program disk in drive A.
5. Turn to the "Program Description" section in your Teacher's Lesson Planner. If there are instructions with respect to starting the program you should follow them.
6. If there are no instructions in the Teacher's Lesson Planner for starting up the program, type AUTOEXEC at the "A>" prompt; then press the ENTER key. For *Waggs and His Friends, Cleo,the Magic Dragon* and *Science Project Mysteries*, type either WAGGS, CLEO, or MYST respectively instead of AUTOEXEC at the "A>" prompt.